



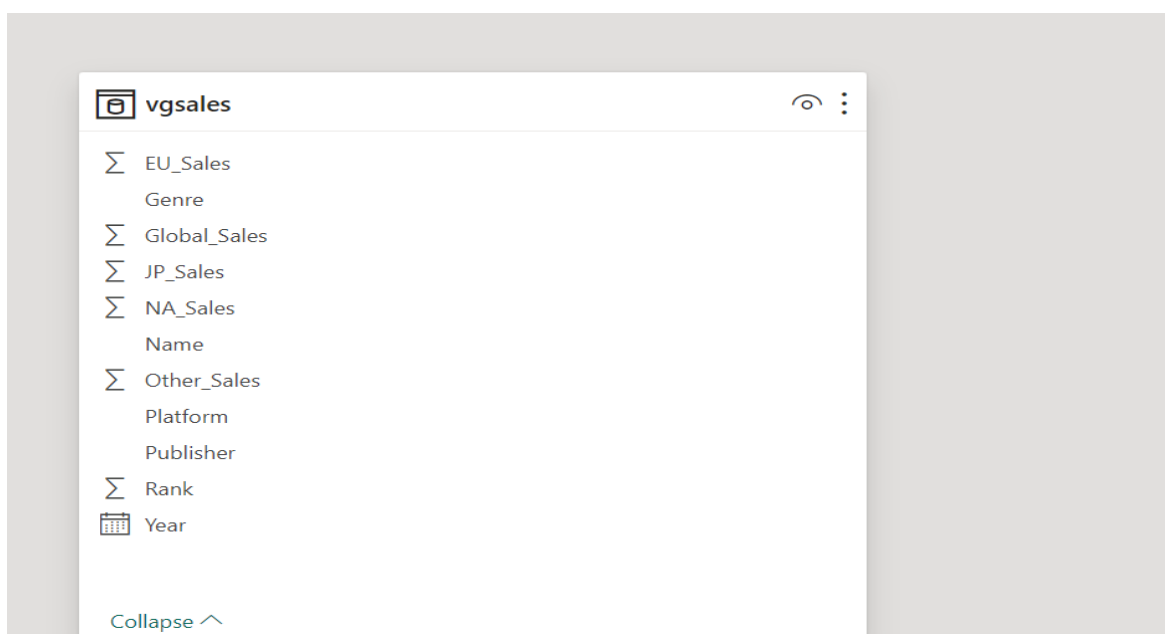
## Objective:

The task is to provide compelling insights on the Virtual Games dataset by building Power BI Report.

## Background:

The aim of the report is to summarize the analysis of the sales of Virtual Games across various regions namely: EU, JP, NA, Global and Other regions. We explore these sales from the year 1980 till the year 2020. These games are in various genres such as Action, Sports, Shooter, Racing, Misc, Platform, Simulation, Adventure, Strategy, Puzzle, Adventure, Fighting and Role Playing. We also note that the games are offered on different platforms and have wide range of publishers.

## Data Model:



Reports:

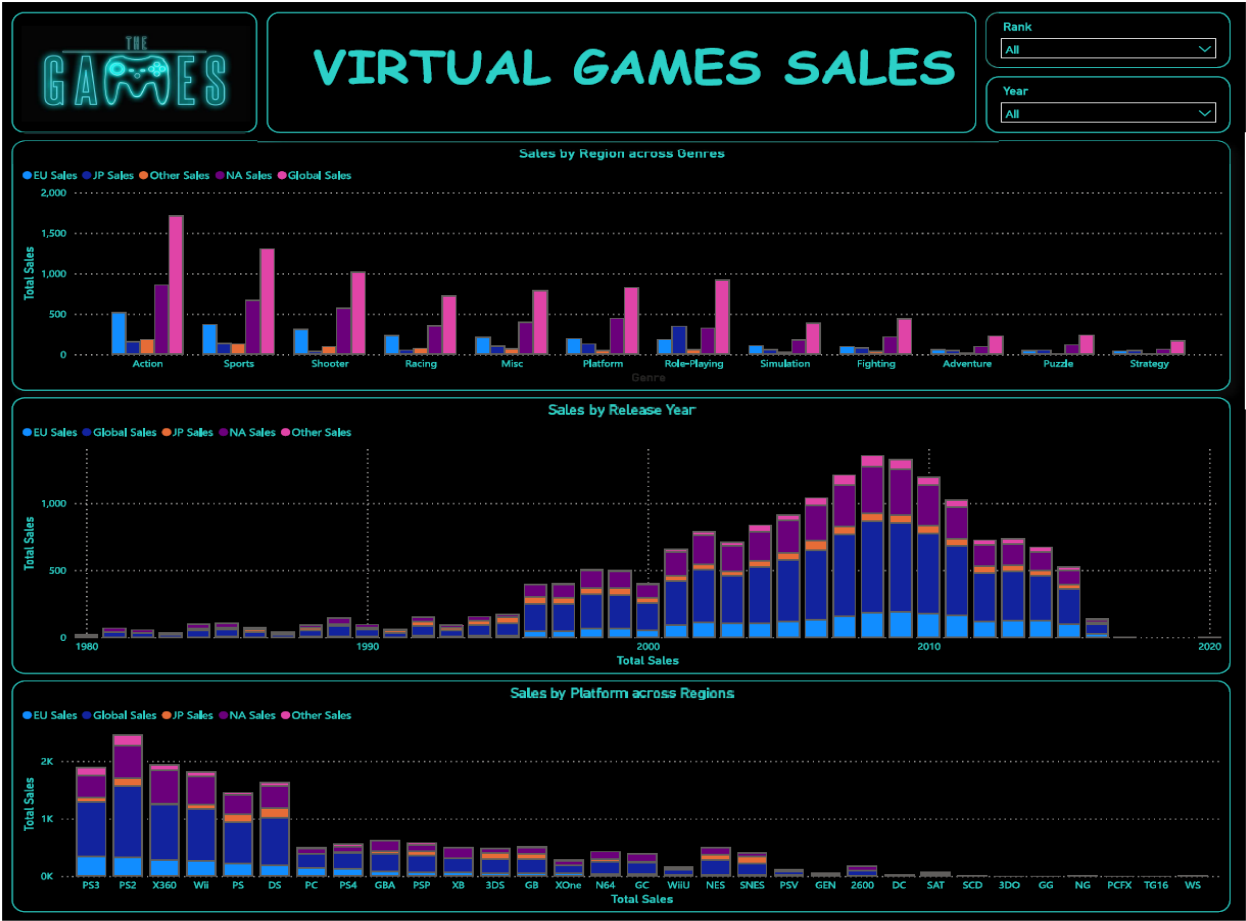


Figure 1:Virtual Games Report Page 1

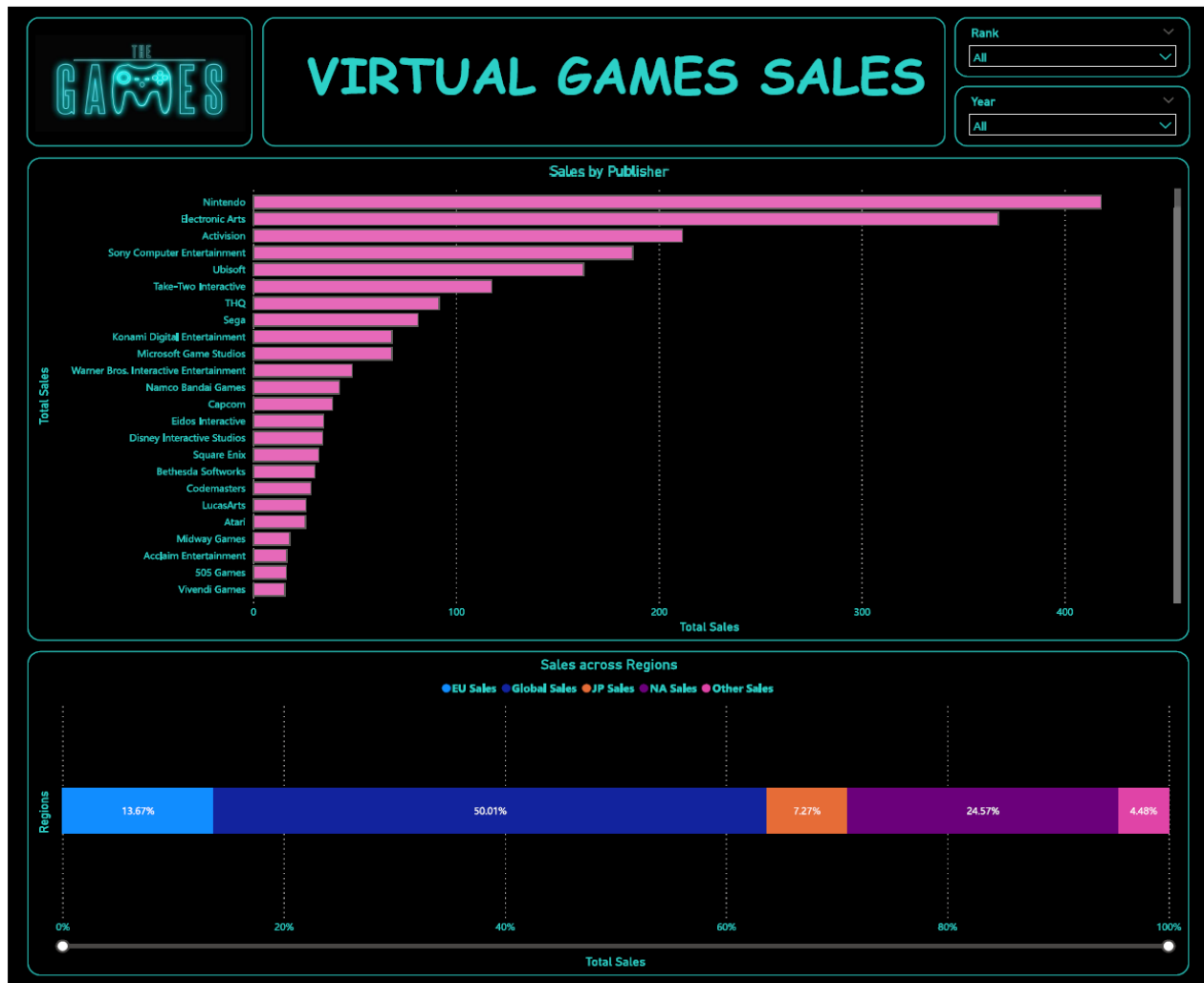


Figure 2 :Virtual Games Report Page 2

## Analysis and Insights:

- Overtime PS2 was the mostly bought, followed by X360, PS3 at number 2 and 3 respectively.
- The least bought Video games are WS,7G16, PCFX, NG,3DO and SCD.
- Overall sales from 1980 showed an increase till 2008 where 2008 they were at their peak thereafter; they began to show a decline.
- Looking at regions: Global sales are the highest NA, EU, JP then Other.
- The most favourable publisher with more sales is Nintendo followed by Electronic Arts at the number 2 spot then Activision at number 3.
- The year 1980 had the lowest sales, this might be because the Video games Industry was at birth stage.